

Overall system:

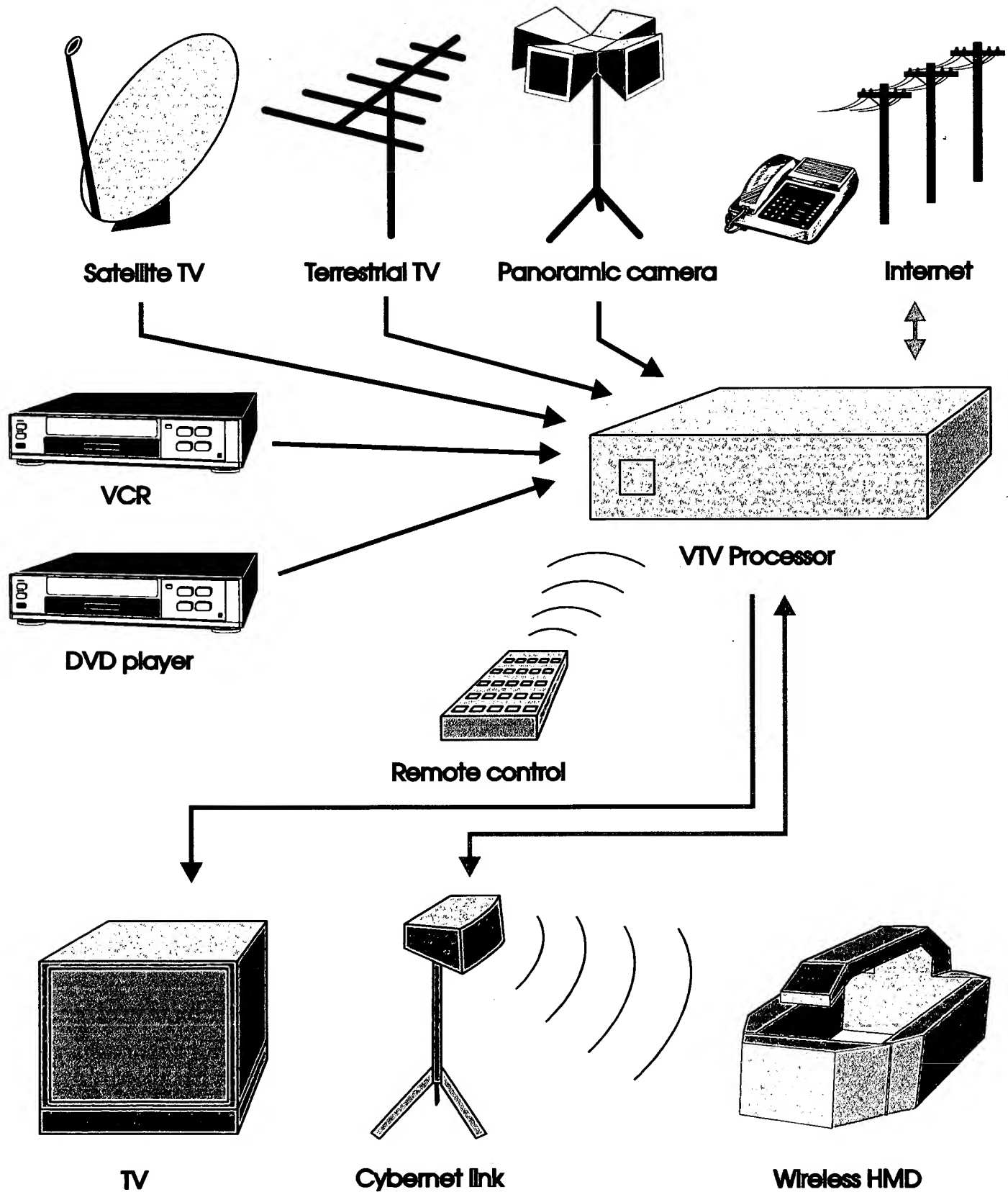


Fig. 1

Basic configuration:

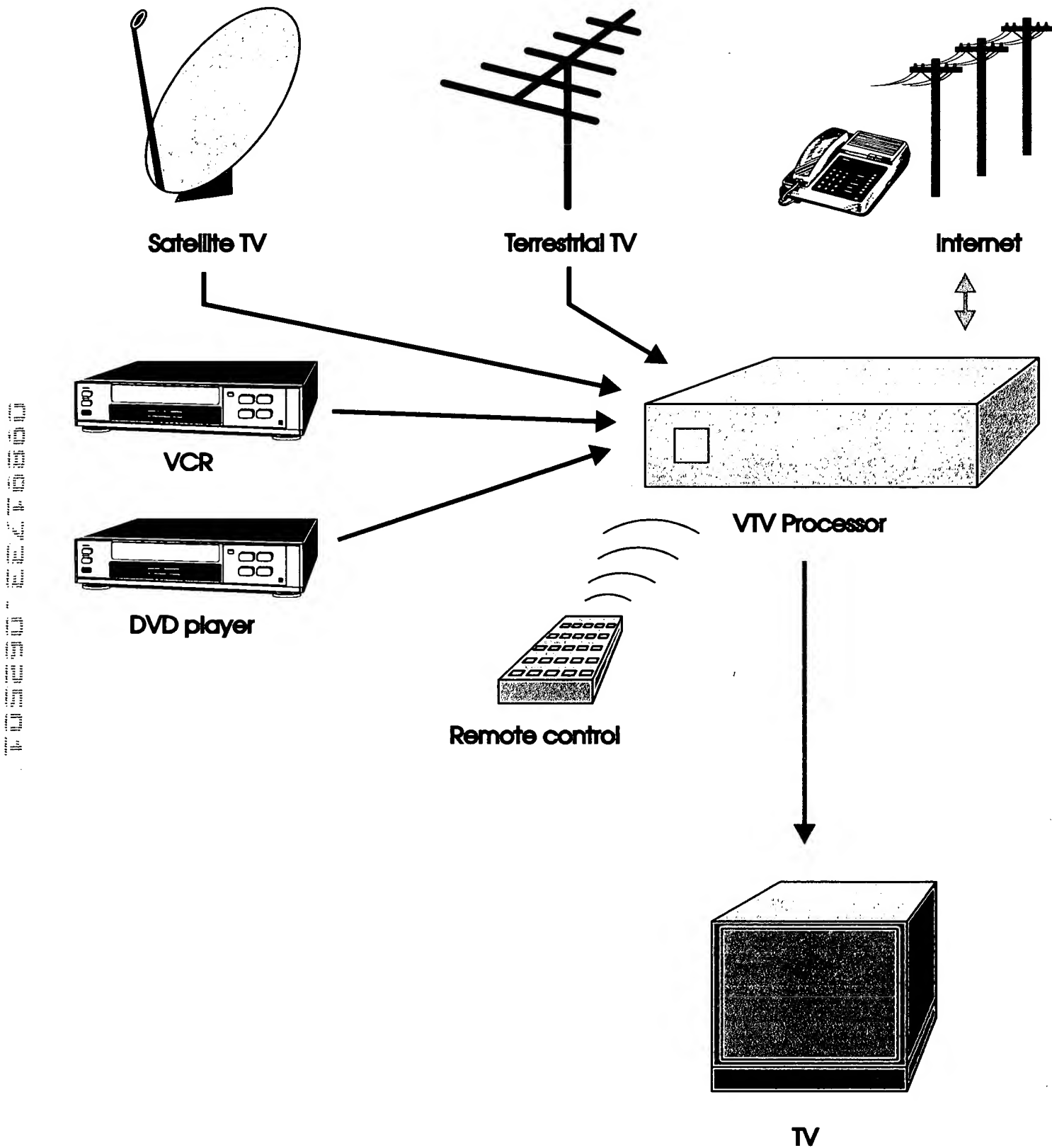


Fig. 2

Advanced configuration:

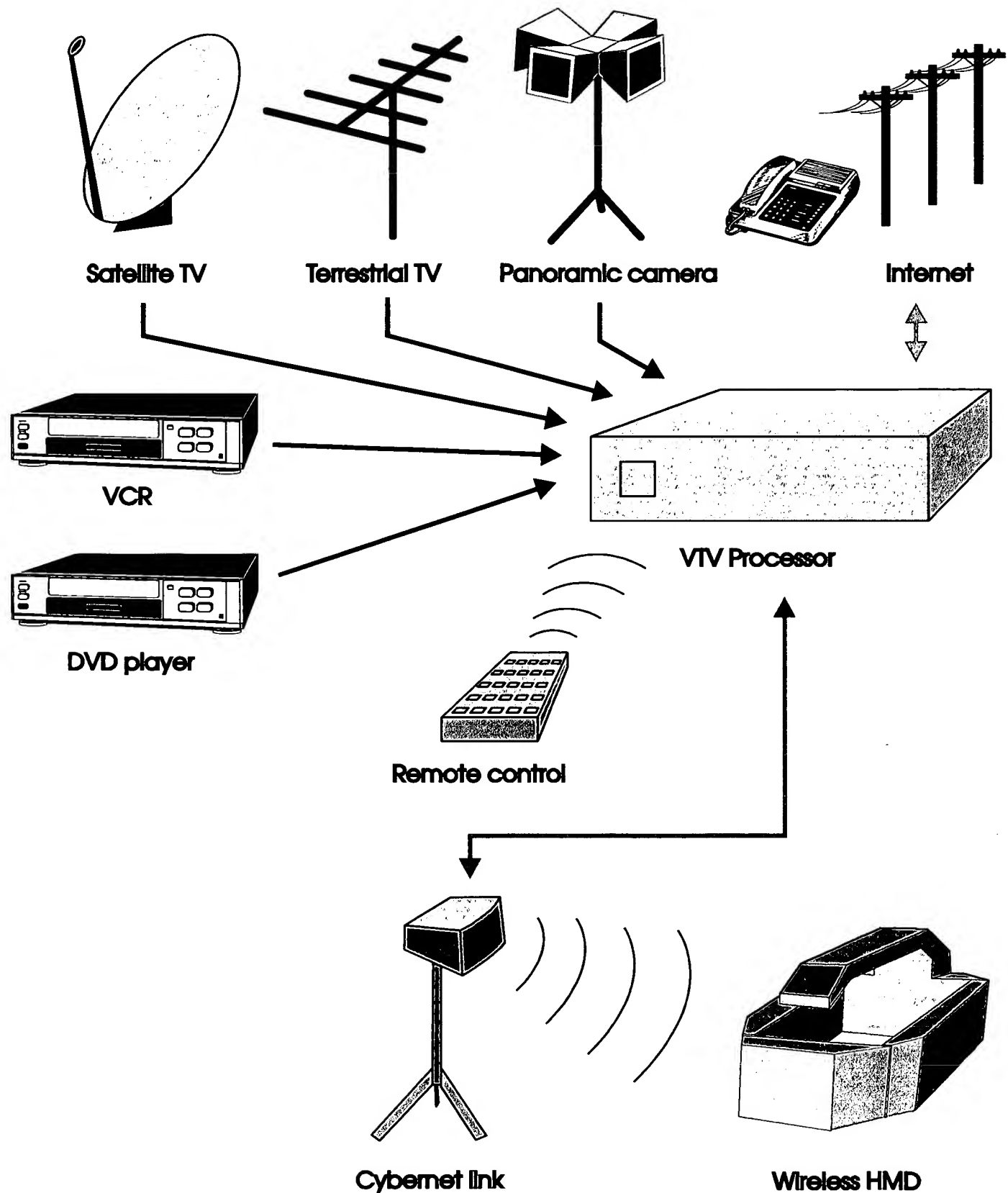


Fig. 3

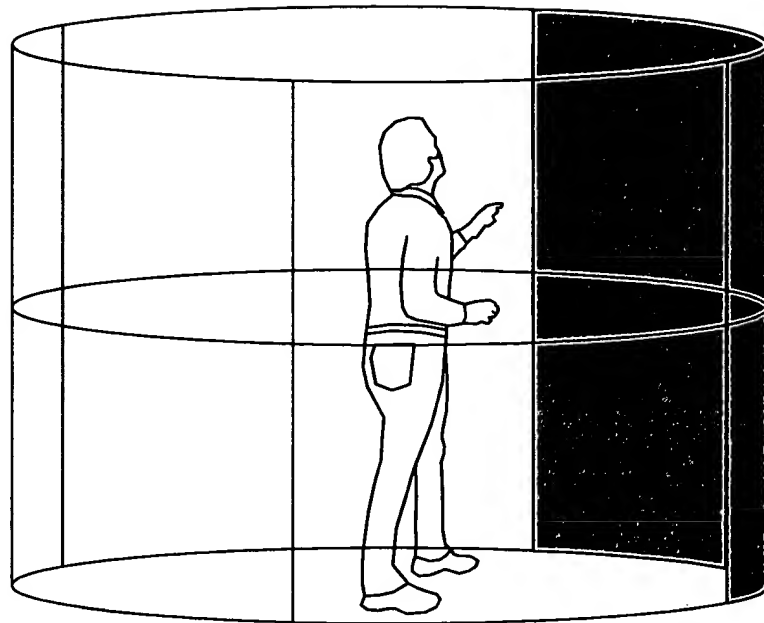


Fig. 4

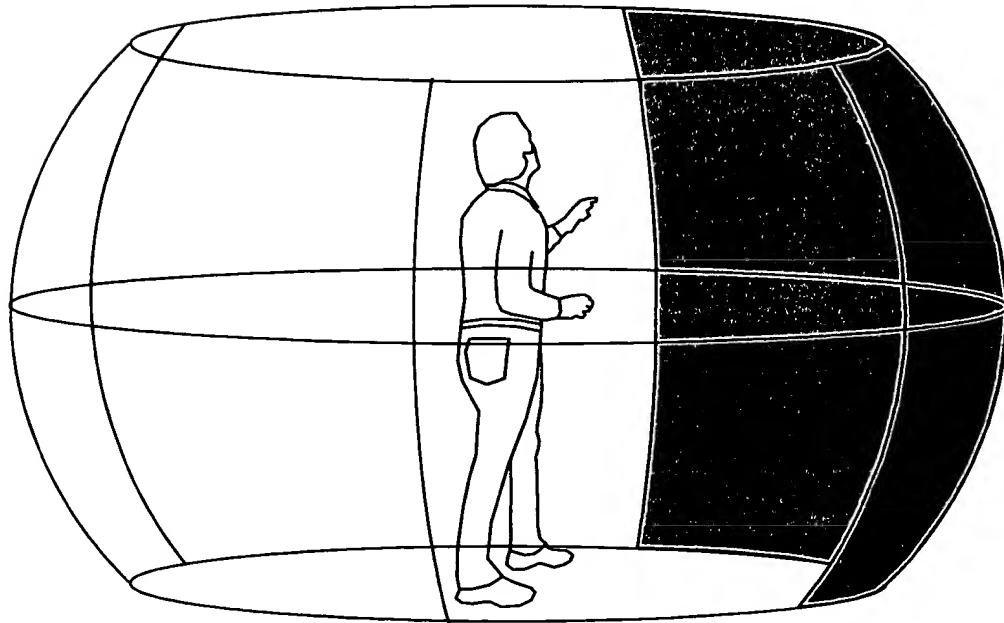


Fig. 5

Virtual sound:

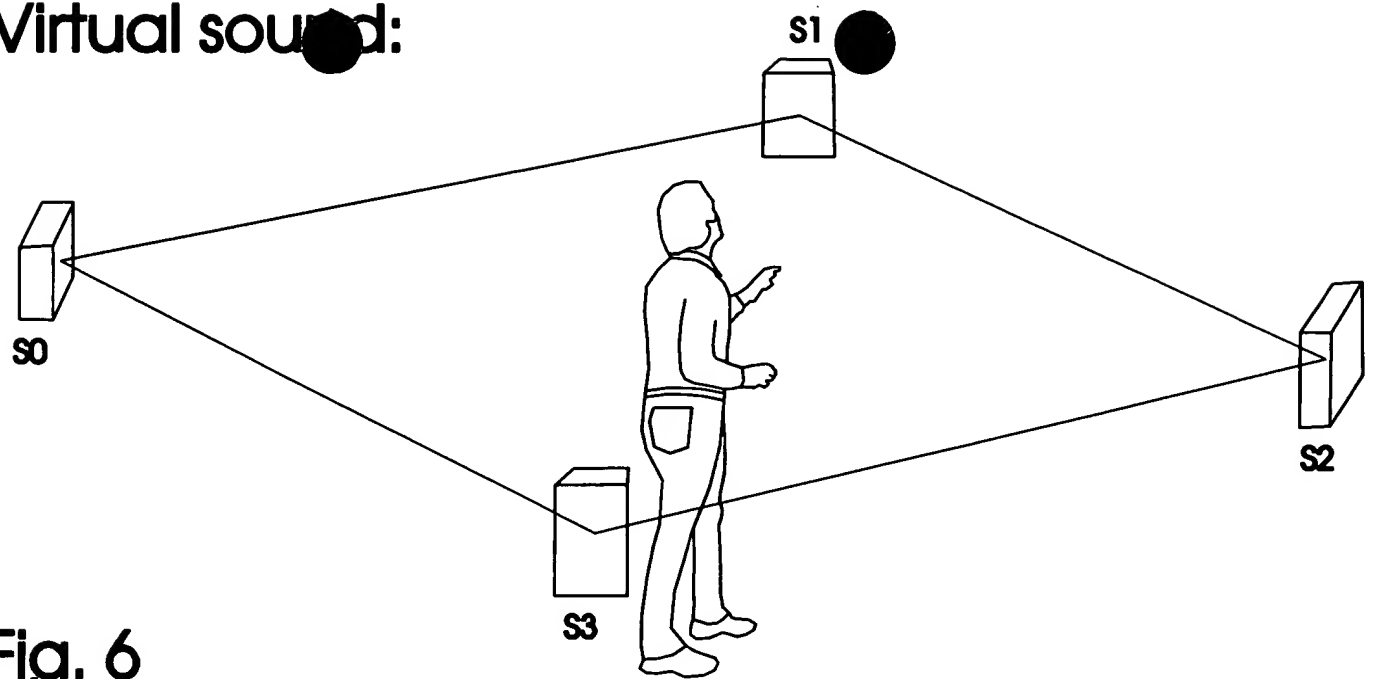


Fig. 6

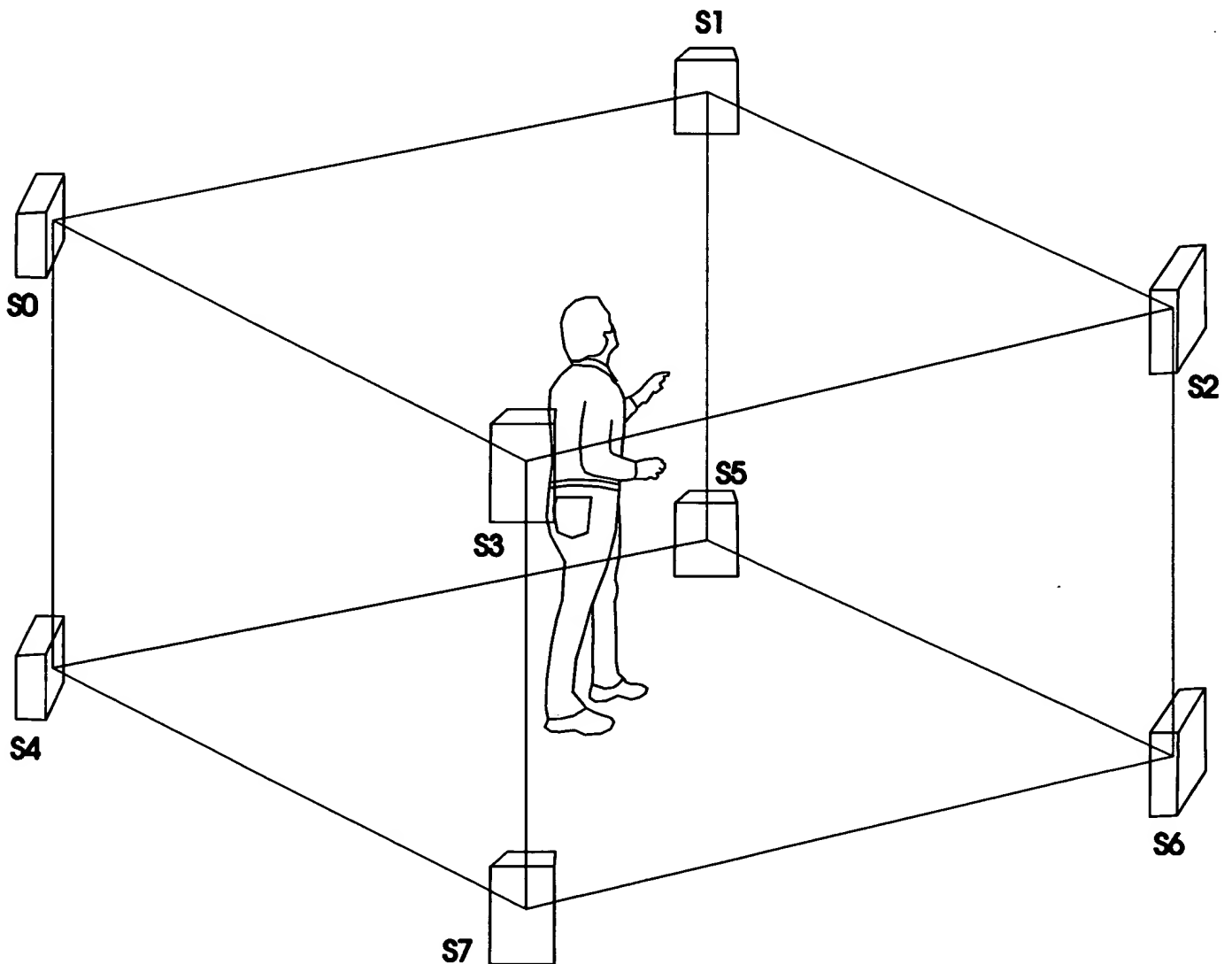


Fig. 7

VTV memory map:

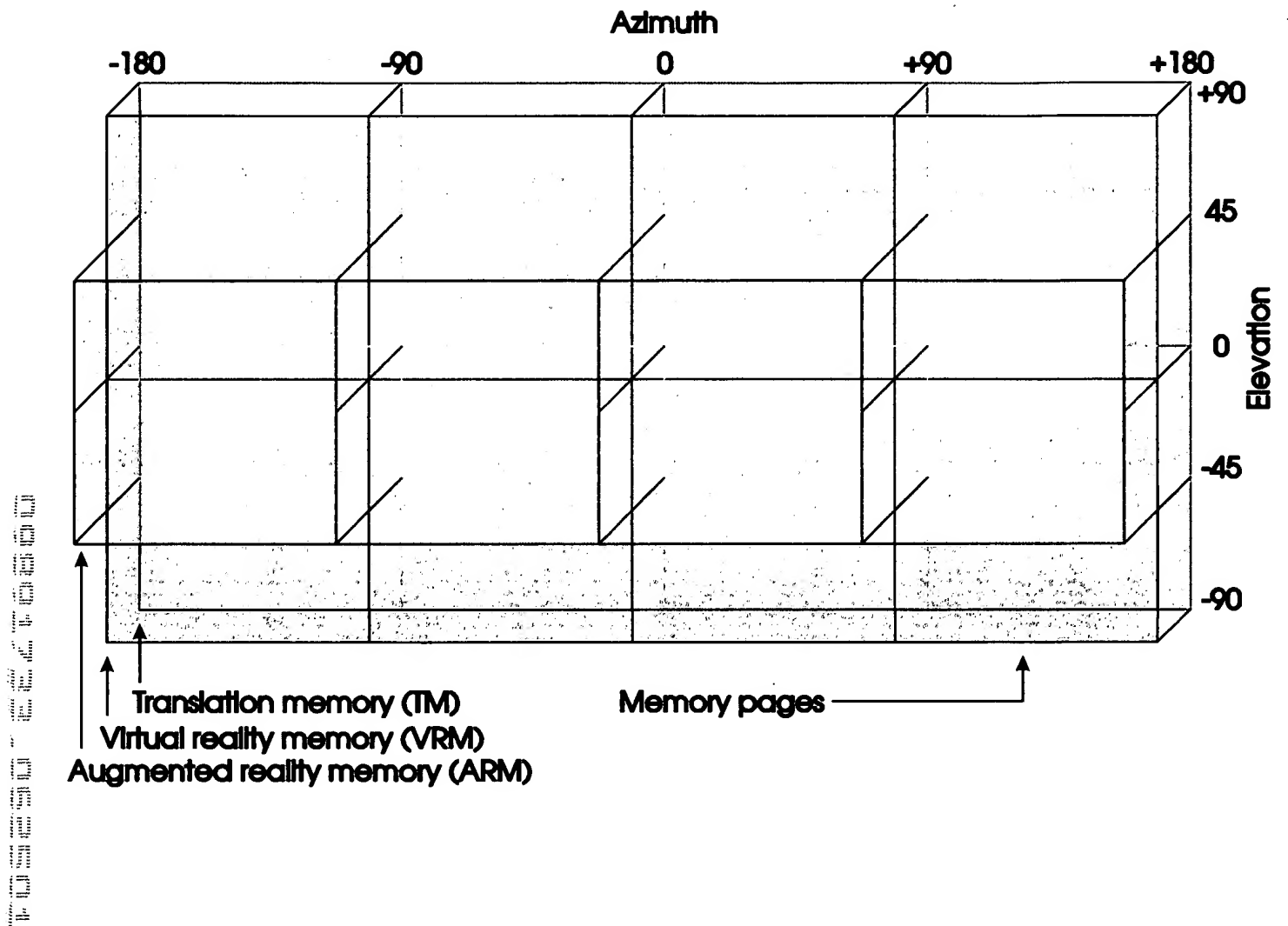


Fig. 8

VTV graphics engine: (data write side)

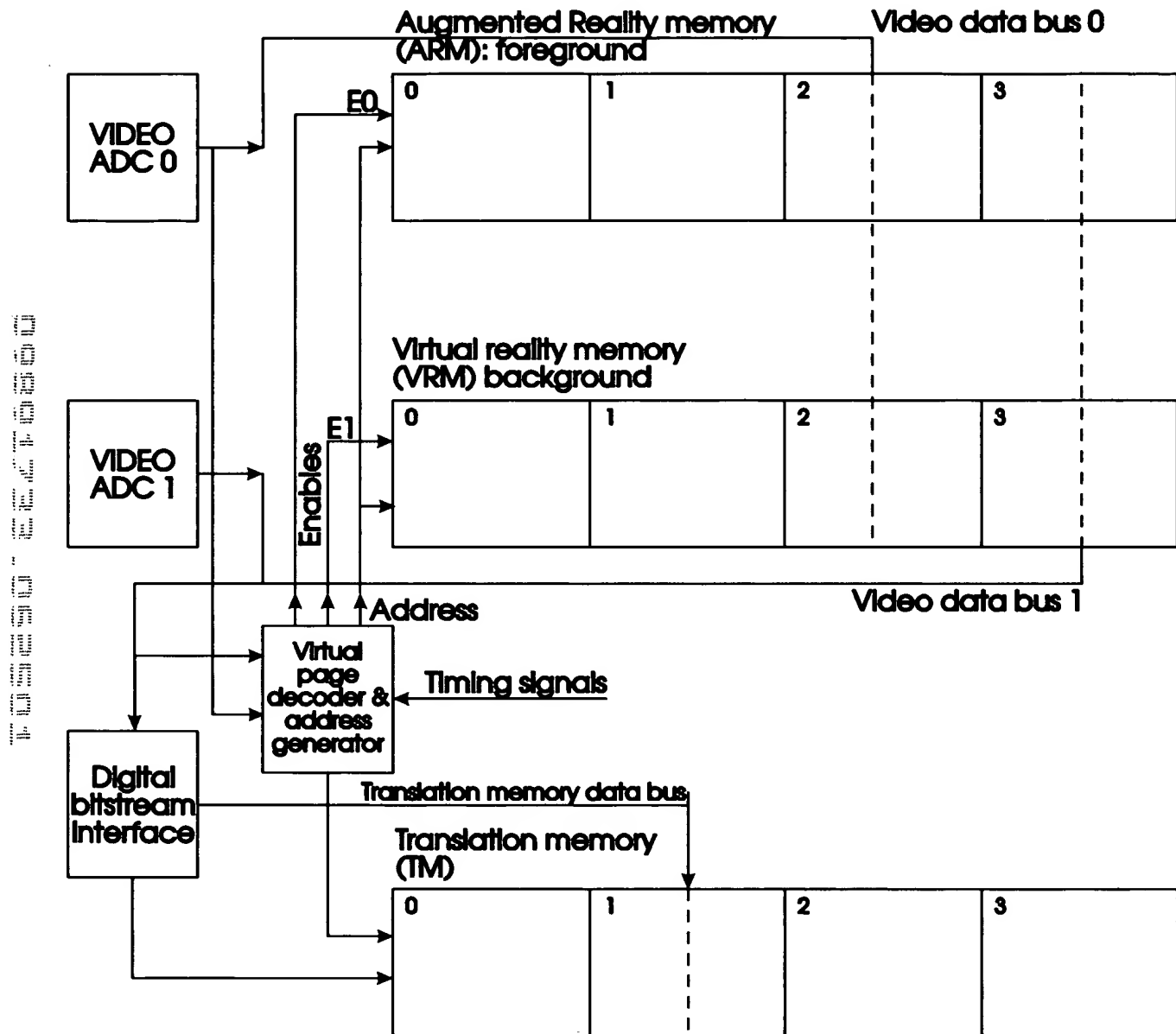


Fig. 9

VTV graphics engine (data read side)

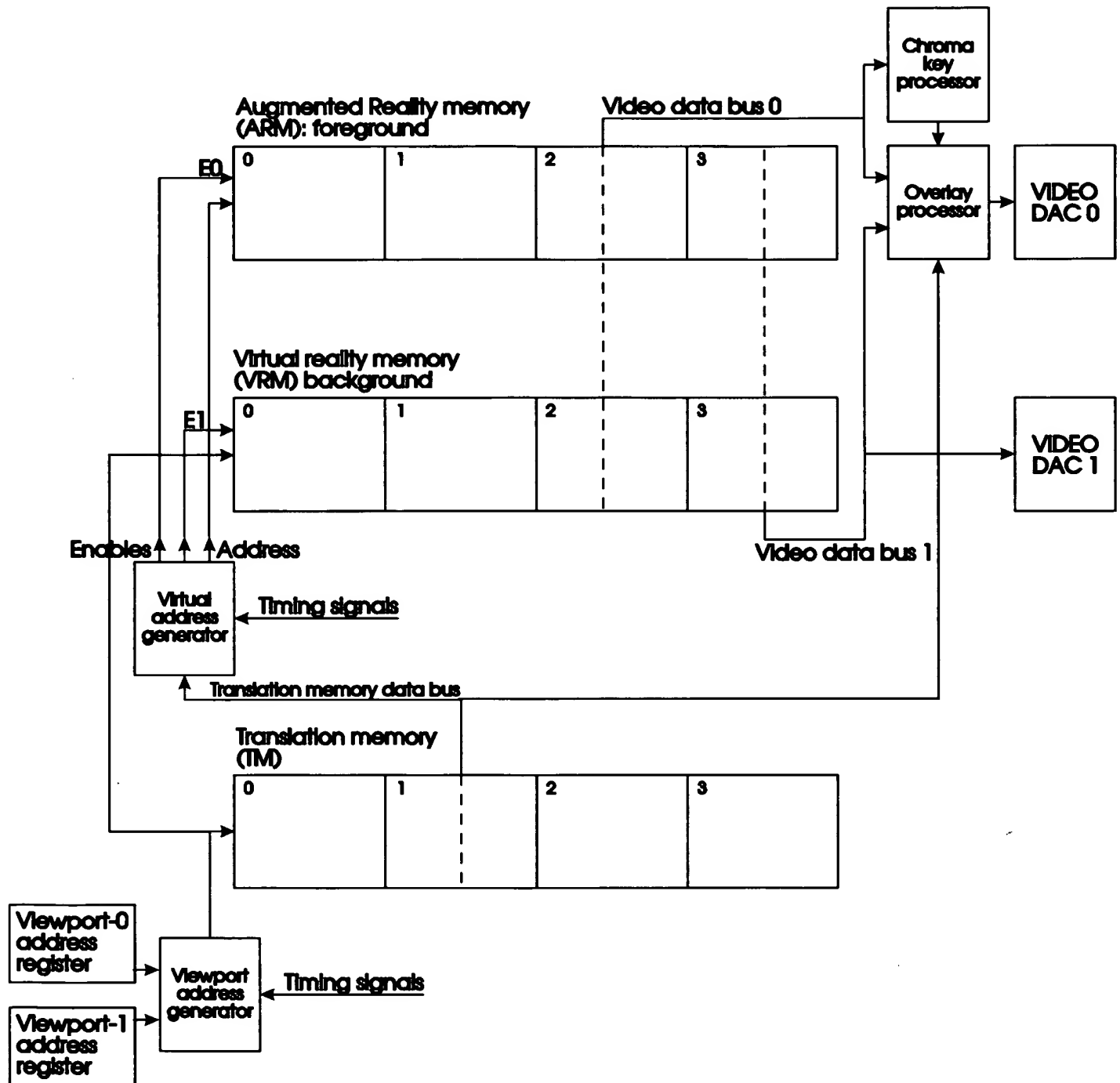


Fig. 10

Analogue video compatibility:

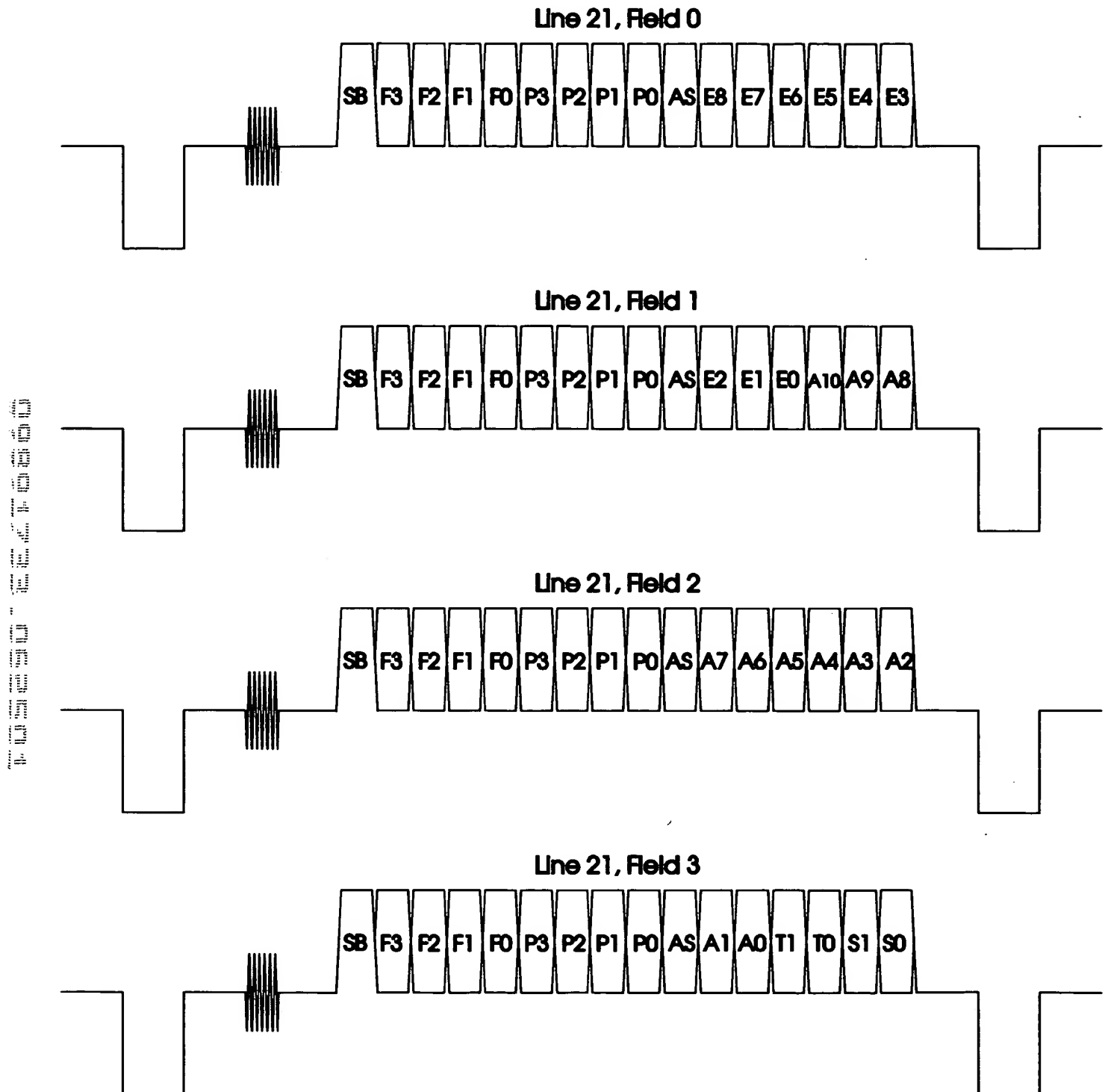
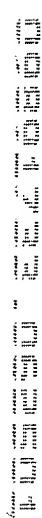


Fig. 11

CONTROL FIELD	BITS	VALUE	ASSIGNMENT KEY
FRAME FLIP	FF		FLIP MEMORY FRAMES
FIELD TYPE	F2-F0		0 FOREGROUND VIDEO (ARM)
			1 BACKGROUND VIDEO (VRM)
			2 DIGITAL HYBRID (TM)
			3 DIGITAL BIT STREAM FRAME (TM)
			4 RESERVED
			5 RESERVED
			6 RESERVED
			7 DIGITAL CONTROL FRAME
PAGE NUMBER	P3-P0	0-15	(DEPENDANT UPON MEM LAYOUT)
AUDIO SYNC	AS		RESET AUDIO BUFFER TO ZERO
ELEVATION CORRECTION	E8-E0	(+/- 45 DEG)	CAMERA ELEVATION
AZIMUTH CORRECTION	A10-A0	(+/- 180 DEG)	CAMERA AZIMUTH
AUDIO TRACKS	T1-T0		0 NO AUDIO TRACKS
			1 4 AUDIO TRACKS
			2 8 AUDIO TRACKS
			3 OBJECT BASED AUDIO
AUDIO SAMPLE RATE	S1-S0		0 2/4 LINES (15K S/S)
			1 3/6 LINES (23K S/S)
			2 4/8 LINES (31k S/S)
			3 5/10 LINES (38K S/S)

TABLE 1

[illegible][illegible]

Optical tracking system:

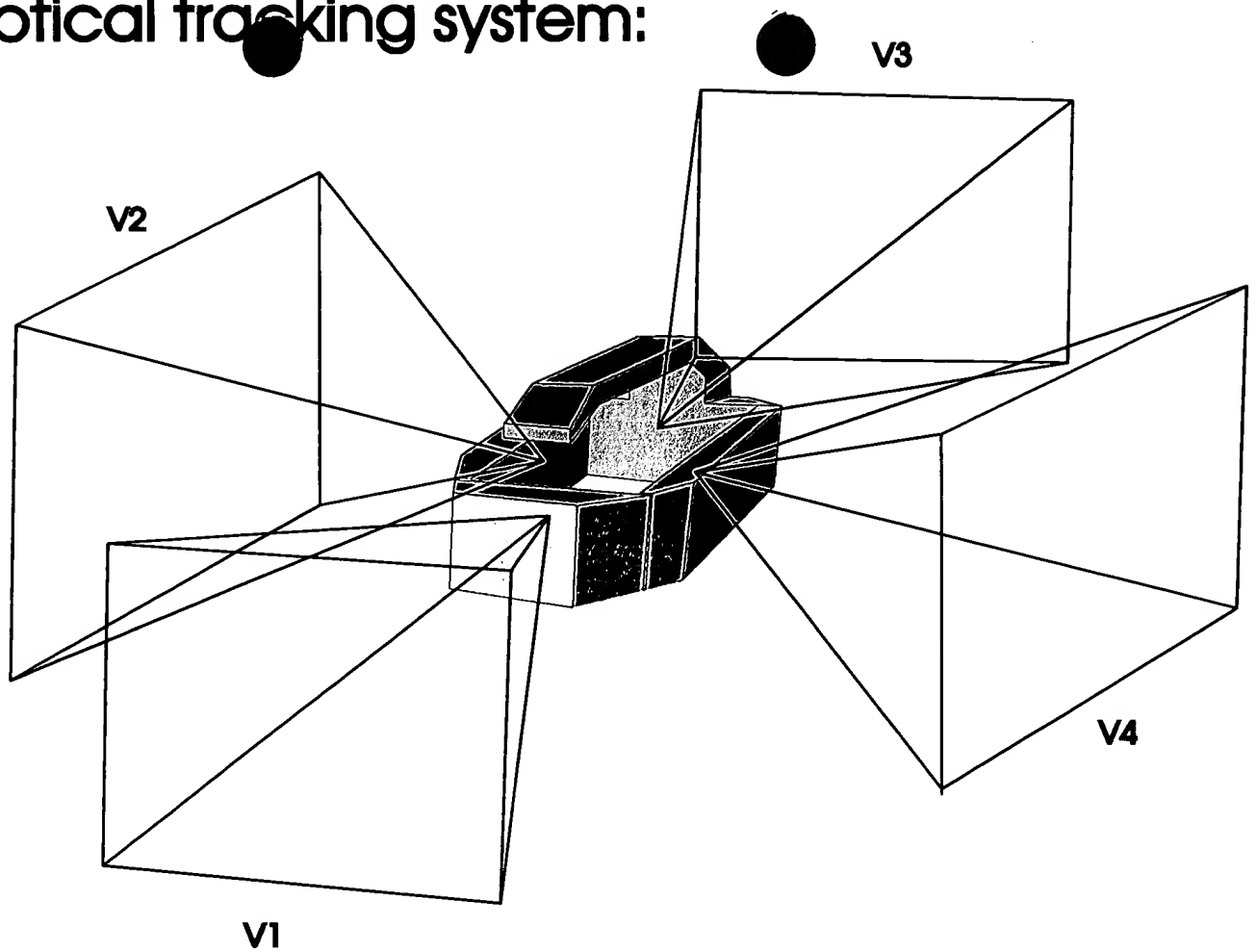


Fig. 13

Azimuth:

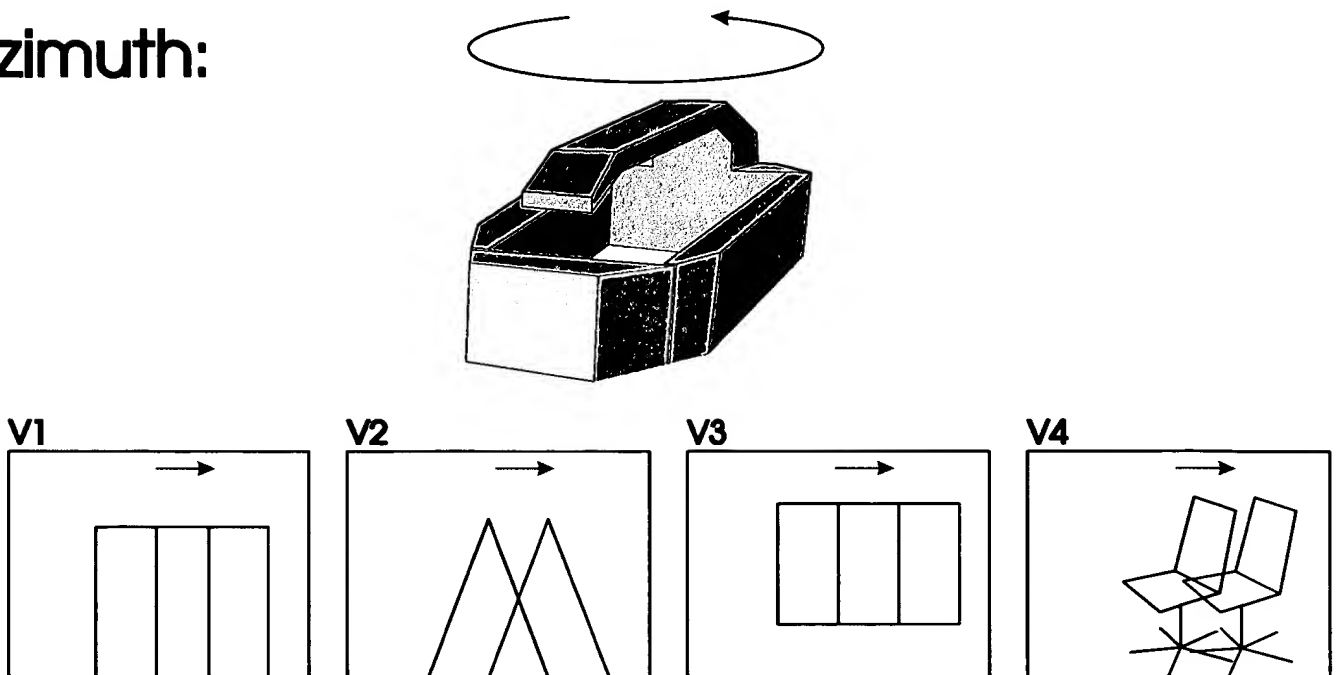


Fig. 14

Elevation: ●

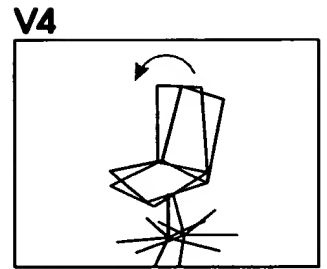
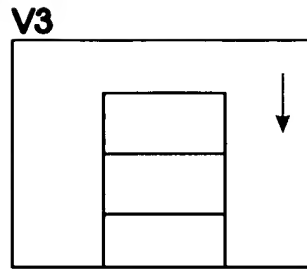
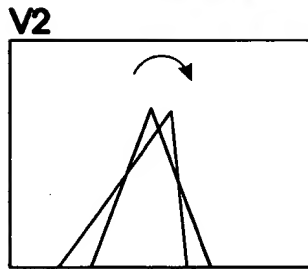
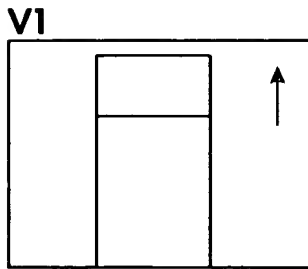
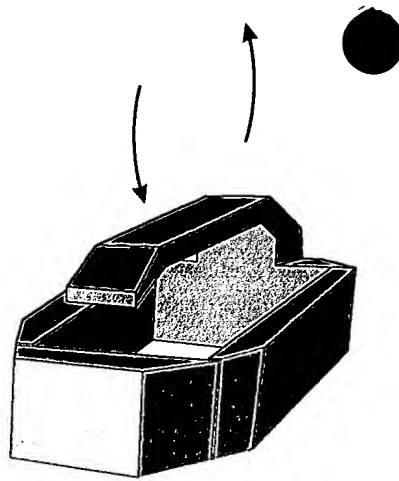


Fig. 15

Roll:

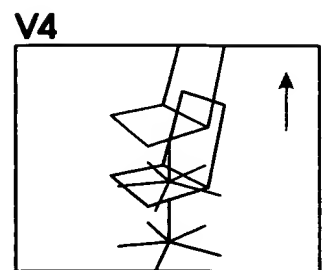
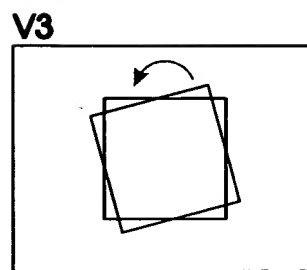
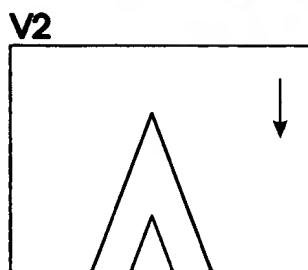
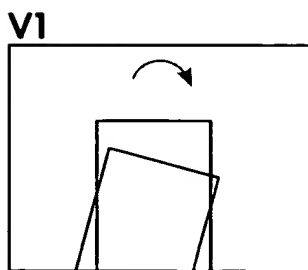
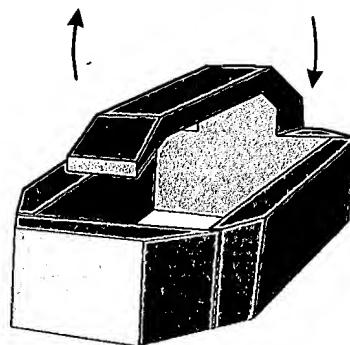


Fig. 16

Forwards/Backwards:

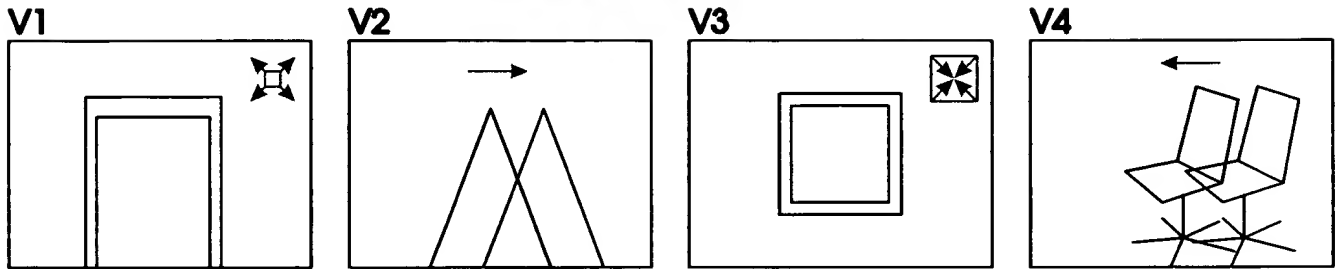
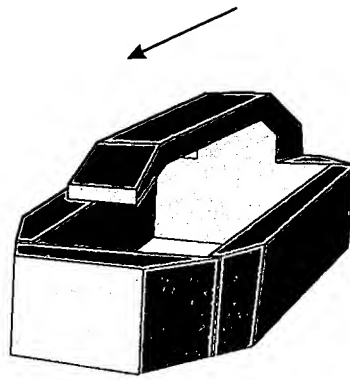


Fig. 17

Left/Right:

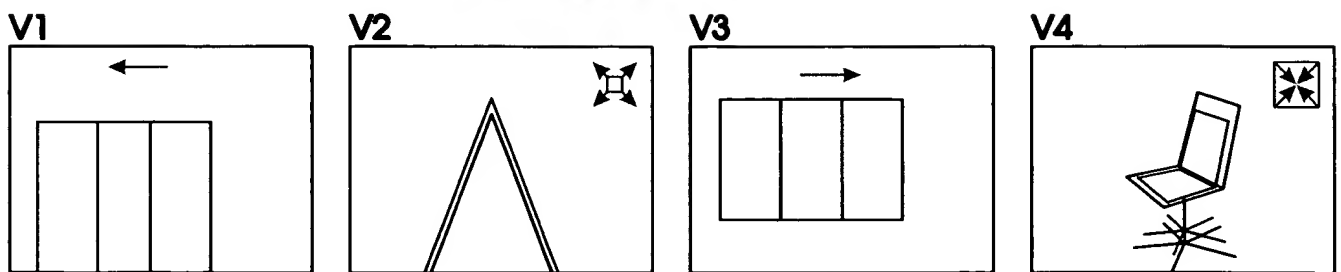
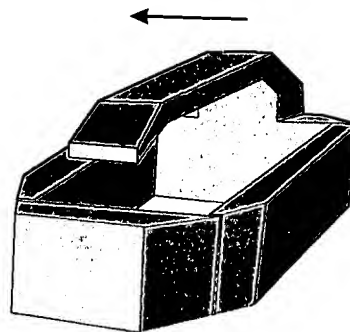


Fig. 18

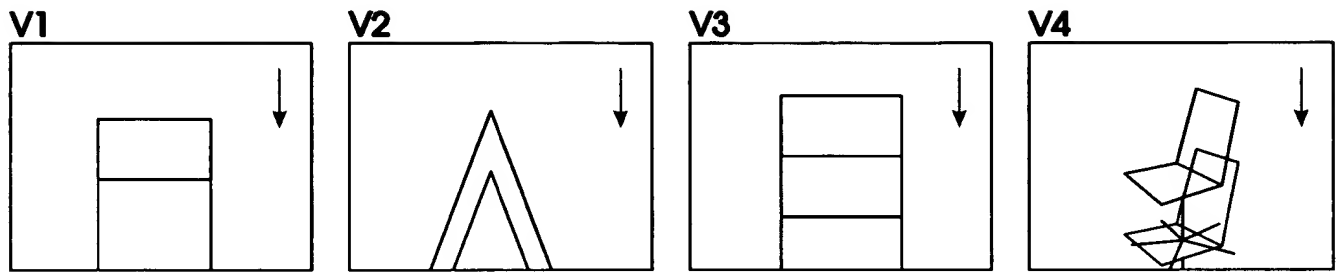


Fig. 19

Optical tracking hardware: (simplified system)

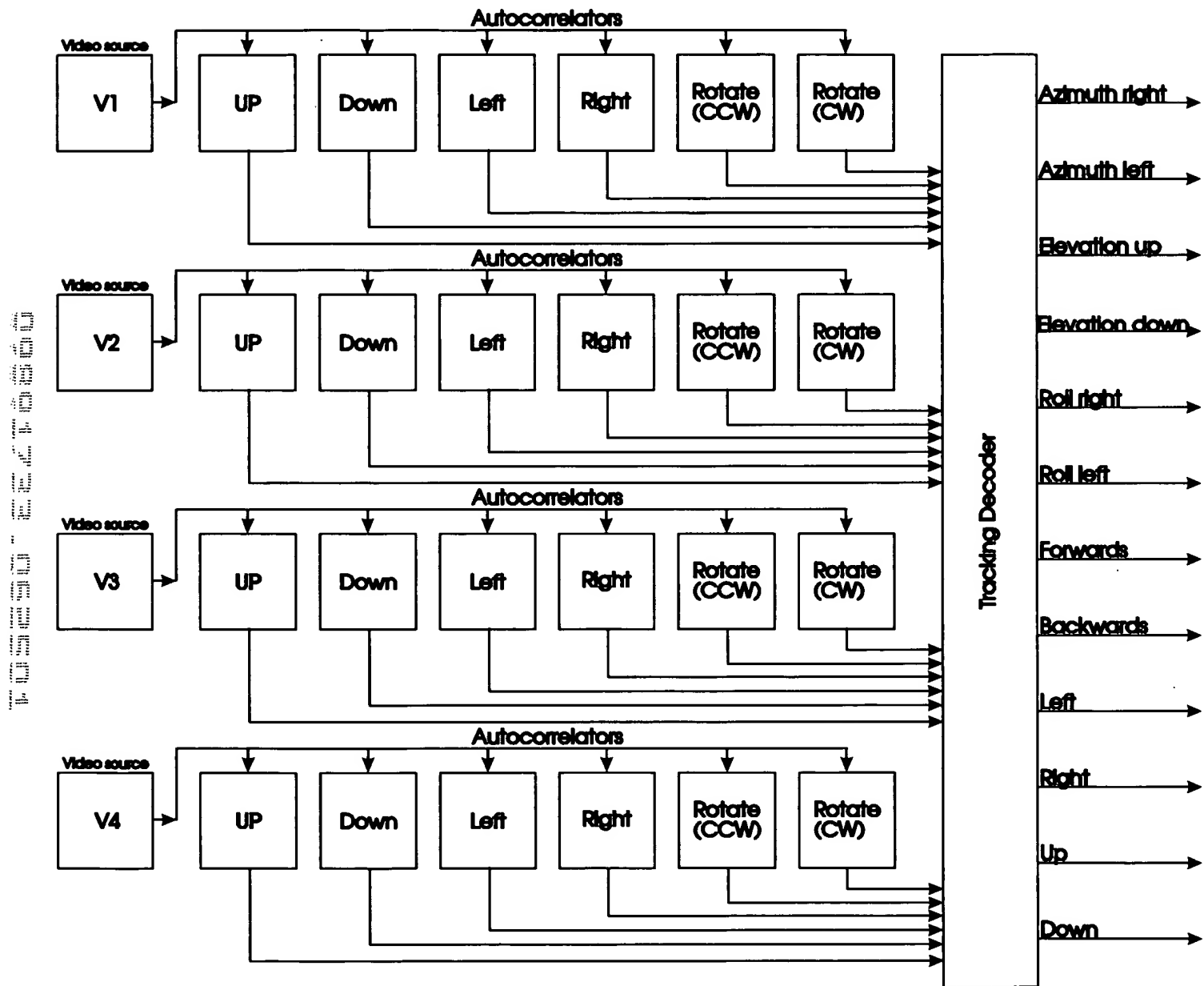


Fig. 20